



007TM

*nightfire*TM



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

SLES-51258

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 82KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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Starting the Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the /RESET button. When the  indicator is green, press the  button. The disc tray opens.
4. Place the *James Bond 007: NightFire* disc on the disc tray with the label side facing up. Press the  button again and the disc tray closes.
5. The Language Select screen appears. Highlight the language that you want to play the game in and press the X button to select. The game loads.
6. Follow on-screen instructions and refer to this manual for information on using the software.

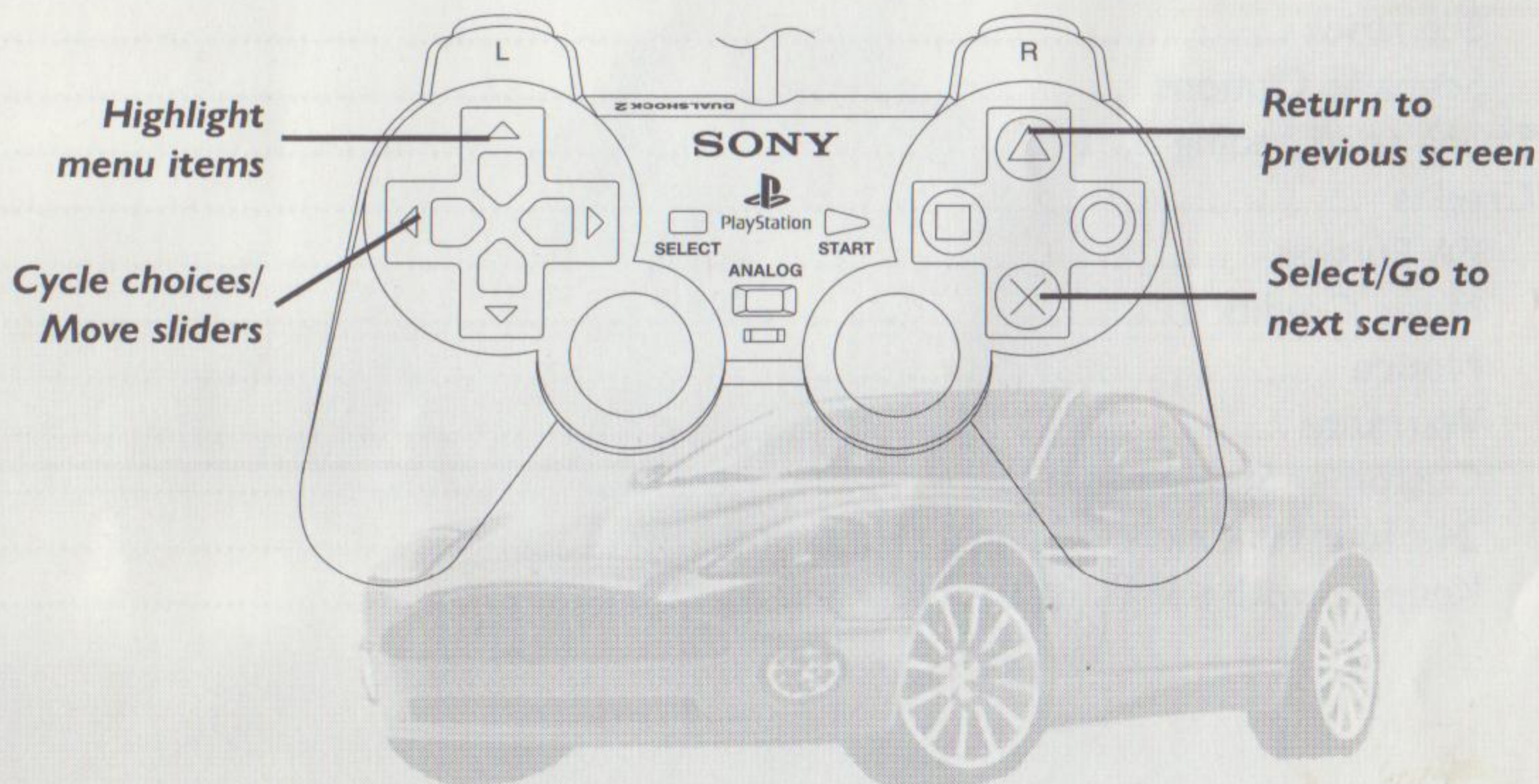
It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: When using the multitap (for PlayStation®2), a controller must be connected to controller port I-A.

Command Reference

Menu Controls

Note: *James Bond 007: NightFire*™ does not support a digital Controller.



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Complete Controls

Get to know these controls intimately, 007.

Default Bond Controls

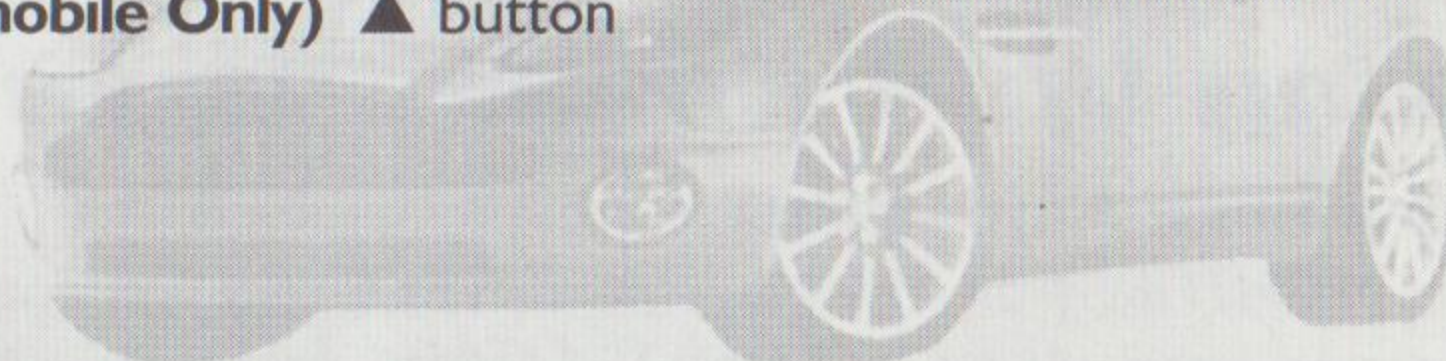
Move	left analog stick UP/DOWN
Strafe	right analog stick LEFT/RIGHT
Turn	left analog stick LEFT/RIGHT
Look	right analog stick UP/DOWN
Crouch	L2 button
Reload/Action	X button
Jump	▲ button
Manual Aim	LI button (hold)
Fire Weapon/Use Gadget	RI button
Cycle Gadgets	directional button LEFT/RIGHT
Cycle Weapons	directional button UP/DOWN
Alternate Fire	■ button
Vision Mode	SELECT button
Pause	START button

Driving Controls

Steer Left/Right	left analog stick
Accelerate	X button
Brake/Reverse	■ button
Look Back	L2 button
Fire Weapon	RI button
Handbrake	● button
Use Gadget	LI button
Cycle Weapon	R2 button
Cycle Camera View	▲ button

Rail Shooter Controls

Rotate/Tilt	left analog stick/right analog stick
Fire Weapon	RI button
Change to Alternate Fire	R2 button/directional button UP/DOWN
180° Pivot (Snowmobile Only)	▲ button



Introduction

<<INCOMING TRANSMISSION FROM M>>

The world is once again in need of your talents, 007.

As you know, Phoenix International Corporation, run by the international green industrialist Raphael Drake, has been entrusted with dismantling warheads throughout the world. These efforts have been billed as being philanthropic in nature, but we realise he has more sinister motives. Intelligence implicates Drake in organising the theft of a secret component of the missile guidance hardware intended for the U.S. Space Weapons Platform. Unfortunately, Drake has been very careful to keep his plans well hidden.

This is where you come in, 007. With some help from Q, and a number of key agents in the field, you must stop Drake in his plans for total world domination.

<<END TRANSMISSION>>

For more information about this and other titles, visit EA GAMES™ on the web at www.eagames.com

Setting Up the Game

Let's go over the basics, 007.

Note: Default options are listed in **bold** in this manual.

Main Menu

Play solo, start a multiplayer match or create a game profile.



NIGHTFIRE	Engage in a Single Player game.
MULTIPLAYER	Start a multiplayer game.
CODENAMES	Create and edit your own codename.

Setting Up A Single Player Game

To set up a Single Player game:

1. Select *NIGHTFIRE* from the Main menu. The Select Codename screen appears.
2. Choose to either **PLAY WITHOUT SAVING** or create a **NEW CODENAME**.
 - Select **PLAY WITHOUT SAVING** to enter gameplay immediately with the default game settings and control configuration. You are not able to save your game progress using this default profile.
 - Select **NEW CODENAME** for optimal *James Bond 007: NightFire*™ gameplay. Choose your controller configuration and save your game progress.
3. Enter a new codename, highlight the checkmark icon and press the **X** button.

The Controller Setup screen appears.

4. Select a controller configuration that best suits your gaming style. The Edit Codename screen appears.
5. Customise your game options (for more information, see *Codenames*, below), then select SAVE CODENAME. The Select Codename screen appears.
6. Highlight your codename and press the **X** button. The Select Difficulty screen appears.
7. Choose your level of difficulty – **OPERATIVE**, AGENT or 00 AGENT – and press the **X** button. The Select Mission screen appears.
8. Select a mission and press the **X** button. The action begins.

Setting Up A Multiplayer Game

To set up a Multiplayer game:

1. Select MULTIPLAYER from the Main menu. The Join Game screen appears.
2. Press the **X** button to join the game. The Choose Codename option appears.
3. Select a codename and press the **X** button. The Select Scenario option appears.
4. Select a scenario (for more information, see *Scenarios* on p. 17) and press the **X** button. The Select Map screen appears.
5. Select a map and press the **X** button. The Choose Character option appears.
6. Select a character and press the **X** button. The Health Handicaps option appears.
7. Set the amount of health you have relative to the other players and press the **X** button. The Scenario Options screen appears.
8. Select Game Rules, Player and Enviro-Mods and AI Bot options (for more information, see *Scenario Options* on p. 18), highlight CONTINUE and press the **X** button to begin.

Codenames

Access your game settings and mission progress under your codename.

To create a Codename:

1. Select CODENAMES from the Main menu. The Select Codename To Edit screen appears.
2. Select NEW CODENAME and press the **X** button. The Enter New Codename screen appears.
3. Enter a new codename, highlight the checkmark icon and press the **X** button. The Edit Codename screen appears.
4. Highlight SAVE CODENAME and press the **X** button. Your codename is created.

Codename Options

Customise your James Bond experience.

- To access codename options, select a codename in the Select Codename screen.

CONTROLLER SETUP

Choose your controller configuration.

DRIVING CONTROLLER

Review your driving controls.

ADVANCED OPTIONS

Adjust gameplay options.

MULTIPLAYER OPTIONS

Adjust multiplayer options.

AV OPTIONS

Adjust audio/video options.

SAVE CODENAME

Save your Codename.

Advanced Options

VIBRATION	Turn controller vibration ON or OFF.
AUTO AIM	Turn ON or OFF the Auto Aim function.
Note: The default degree of Auto Aim varies across Difficulty levels.	
CROSSHAIRS	Enable onscreen crosshairs by selecting ON or OFF.
CROUCH	Choose to either TOGGLE crouching on and off or to HOLD the crouch button.
MANUAL AIM	Choose to either TOGGLE manual aim crosshairs on or off or HOLD crosshairs on-screen.
WEAPON AUTO SWITCH	Automatically switch your equipped weapon with a better weapon by selecting ON or OFF.
FLASHING OBJECTS	Items that can be used will flash when ON .
HUD ALWAYS ON	Permanently enables your HUD by turning it ON .

Multiplayer Options

RADAR	Turn the player radar ON or OFF.
HEALTH HANDICAP	Skew player health positively or negatively.
AUTO AIM	Turn ON or OFF the Auto Aim function for multiplayer battles.

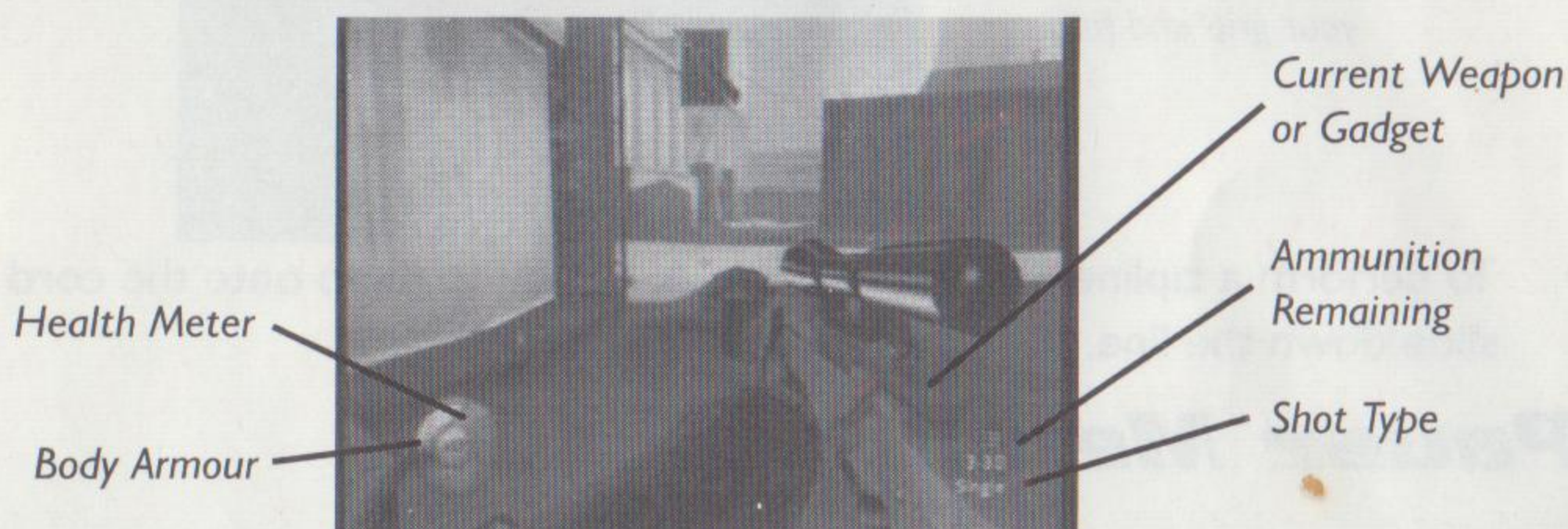
AV Options

MUSIC VOLUME	Adjust music volume.
EFFECTS VOLUME	Adjust effects volume.
SUBTITLES	Turn subtitles ON or OFF .
MULTIPLAYER SPLIT SCREEN	Split the screen HORIZONTAL or VERTICAL for 2-player games.
SPEAKER	Choose between MONO, STEREO or SURROUND.
WIDESCREEN	Turn the widescreen function ON or OFF .
SCREEN ADJUST	Adjust the position of the game screen on your television.
RESTORE DEFAULTS	Return all options to their default values.
CREDITS	View credits.
DIE ANOTHER DAY TRAILER	View the trailer of the James Bond film <i>Die Another Day</i> .

Bond in Action

Saving the world means knowing what's going on around you, 007.

Game Screen



HEALTH METER

When you are at full health, the meter is a full green circle. As you become injured, the circle disappears and the meter shifts colour from green to yellow to red.

BODY ARMOR CURRENT WEAPON OR GADGET AMMO REMAINING

Body armour temporarily protects you from being injured. Your current available weapon or gadget.

SHOT TYPE

Indicates how much ammunition you have and the total number of rounds you're carrying.

Some weapons have an alternate fire mode. Check here to see which one you are using

Grapple/Action Moves

When you need to grapple, perform a hand-over-hand move or zipline across a gap, a rectangular icon appears in the top righthand corner of the screen. This tells you that you can perform an action move.

Grapple



To grapple:

1. When the grapple icon appears, equip your grapple and look for a green target.
2. Align your grapple's crosshairs with the target and press the **RI** button. You are pulled to the target.

Note: Hold **RI** to hang from the target

Hand-Over-Hand & Zipline



To perform a hand-over-hand move:

1. When the icon appears, press the **▲** button. After grabbing the cord, the camera view switches to third-person.
2. Move the right analog stick **LEFT/RIGHT** to move across the cord.
3. When you're finished, press the **▲** button again to jump back to the ground.

Grip Meter – When this drains completely, you lose your grip and fall.



- To perform a zipline move, press the **▲** button to jump onto the cord and slide down the line.

Pause Menu

Quit your current mission, review objectives, change controls or see your score.

- To access the Pause menu, press the **START** button.

MISSION	CONTINUE, RESTART or QUIT your current mission.
OBJECTIVES	View your completed objectives and obtain hints.
CONTROLS	Change or review your controller configuration.
SCORE	Evaluate your current performance.

Results Screens

View your stats and dossier from the Results screen.



- Press the **●** button to view your Stats.
- Press the **■** button to view your Dossier.

Stats Screen

Overcoming adversity, using stealth, possessing accuracy and inventing solutions in the face of overwhelming force are all traits that make you the world's best secret agent.

BOND MOVES Each mission has a certain number of Bond-like actions you can perform. Your score increases for each action.

OPPONENTS:	
DISPATCHED	Number of enemies you eliminated.
SUBDUED	Bonus for subduing opponents with your stunner.
SURRENDERED	Bonus for making opponents surrender to you.
STEALTH RATING	Bonus for remaining undetected.

ACCURACY RATING	Aim well and get a higher score.
HEALTH REMAINING	The best agents never sustain injury.
TIME	A quick mission is the hallmark of a good spy.
007 BONUS	Once you attain a Gold Medal for a mission, you can replay the mission in order to pick up 007 Bonus Tokens. If you pick up all of them – and your score is high enough – you may earn a Platinum Medal and a special reward.

Note: You receive a further bonus for playing the game with the Agent or 00 Agent difficulty level.

- The Subdued, Surrender and Stealth bonuses do not apply to vehicle-based missions.

Dossier Screen

Review your records, rewards, gadgets and weapons.

RECORDS View your high scores.

REWARDS Review rewards and medals earned.

GADGETS Review gadgets and their functions, including gadget upgrades you've unlocked.

WEAPONS Review weapons and their strengths, including weapon upgrades you've unlocked.

Characters

A whole new class of allies and enemies awaits you.

Allies

Dominique Paradis

This stunning French beauty is a small arms and explosives expert. Enlisted to track down a missing nuclear warhead, Dominique has infiltrated Drake's organisation. Make close contact with her, 007. You will need all of her considerable skills to gain access to Drake's plans.

Zoe Nightshade

You will be paired again with an old ally, Zoe Nightshade. Agent Nightshade, as you know, is a rising CIA field agent. Her driving skills are world-class.

Alura McCall

An operative on loan to MI6 based in Tokyo, Alura McCall is extremely adept with a variety of firearms. You'll find her services very useful, I'm sure.

Enemies

Raphael Drake

Raphael Drake is a brilliant and charismatic businessman. In his effort to eradicate post-industrial waste, Drake transformed the Phoenix International Corporation from an ecology-ravaging behemoth into the world's leading "regeneration" company.

Armitage Rook

As Raphael Drake's head of security, Armitage Rook is a formidable adversary. With his massive physique and determined will, Rook has an incredible ability to survive anything. He'll be difficult to get rid of.

Alexander Mayhew

Mayhew oversees Phoenix International Corporation's Japanese holdings and has full knowledge of Drake's dealings. It's highly likely that Mayhew has key information at his country estate outside Tokyo.

Makiko Hayashi

Makiko Hayashi is the bodyguard for Alexander Mayhew. Her diminutive appearance belies a body lethally honed in the martial arts. Her loyalty to Mayhew is unquestioned.

Missions

Outsmart and manoeuvre your way through these missions. Remember, the most important thing is to complete your mission objectives.

Paris Prelude

Agent Dominique Paradis has got herself into a bit of a jam. It seems that she's been captured by the organisation who stole a warhead from the Phoenix International Corporation. Take a helicopter to Paris and rescue her, then use your Aston Martin V12 Vanquish to finish the job. (for more information, see *Paris Prelude Walkthrough* on p. 11)

The Exchange

A vital piece of missile guidance hardware has been stolen from a secret U.S. government lab in Japan. MI6 has received information that Raphael Drake is connected. Attend a VIP party Drake is hosting at his castle in the French Alps – enter the grounds and see if you can find the missing links.

Alpine Escape

Use one of Drake's modified snowmobiles to escape his Castle. The mounted machine gun/rocket launcher may be useful in fending off any unwanted pursuers.

Enemies Vanquished

Continue your mission in Q's specially modified Aston-Martin V12 Vanquish. This beauty comes fully-loaded with an arsenal of high-tech weapons and gadgets. Remember not to harm the local Austrian police, though – they're on the side of good.

Double Cross

Alexander Mayhew, Drake's trusted partner turned informant, has requested your protection at his Tokyo estate. Mayhew possesses extremely sensitive files that

cannot fall into the hands of Drake's Yakuza thugs. Escort Mayhew to the safety of his underground bunker and locate the files. Bond: the Yakuza are notorious for taking hostages. Be sure that Drake's employees remain unharmed, then secure the files and escape with Mayhew.

Night Shift

Infiltrate the headquarters of Mayhew's Japanese operations in Tokyo. Use your Q-gadgets to locate and unlock encrypted files on 'Operation NightFire', then make your escape from the building rooftop.

Chain Reaction

Mayhew's 'Operation NightFire' file has led us to a decommissioned nuclear power plant on the Honshu coast. Enter and explore the power plant while avoiding detection by the armed guards. Penetrate the most secret areas of the plant and discover what's really happening in the decommissioning process.

Phoenix Fire

Through an unexpected turn of events, you've been delivered into the hands of Rafael Drake. Stay sharp to exploit every little advantage that presents itself and battle your way out of this situation. Be on the lookout for Drake's Black Ops team – their tenacity is renowned.

Deep Descent

Infiltrate Drake's remote island base. This will be a good opportunity for you to test out Q's latest innovation with the Aston Martin. Watch out for Drake's submerged patrols.

Island Infiltration

Destroy the air defence system that protects the island from attack. Take advantage of any of Drake's vehicles on the island.

Countdown

Advance through Drake's fortified base to reach the shuttle launch area. Prevent Drake's cohorts from following him into space. And, 007, do be cautious of the space shuttle's main engines – they tend to get a bit warm.

Equinox

The fate of the world is once again in your hands, 007. It seems that Drake has converted the International Missile Defense Platform into his own weapon to dominate the world. It's time to put an end to Drake's evil schemes.

Paris Prelude Walkthrough

In case you're feeling a little rusty, 007, let me assist you with your first mission.

Using your sniper rifle:

1. Shoot out the tyre of the first car by pressing the **RI** button to fire.

2. Shoot subsequent cars in their bonnets, tyres or petrol tanks.
3. When the helicopter positions itself at the end of the avenue, zoom in with the scope. Eliminate the sniper on the sunroof and blow it up with a shot to the grill!
4. Agent Paradis enters a construction yard; shoot the chain to destroy the make-shift ramp and send the enemy car plummeting!

Pull Dominique into the helicopter and call the Vanquish. Now, pursue the van through the streets of Paris.

Driving the Vanquish:

1. Press the **LI** button to activate the Q-Smoke. Press the **✕** button to accelerate. Keep right.
2. Jump off the cafe patio and barrel through the restaurant fronts.
3. Press the **LI** button to activate the Q-Wedge and slide through the road block. Make a hard left.
4. Press the **RI** button to fire your rockets. Keep to the right.
5. The bridge is out up ahead! Press the **LI** button to fire the Q-Boost!
6. There's the van again! Press the **LI** button to fire the EMP projectile to disable it.

Bond Equipped

A key to all successful agents, besides their abilities, is their equipment. Get to know yours, 007.

Body Armour

Body armour comes in very handy when not amongst friends.

- When you are wearing armour, a golden shell covers the health meter. When injured, the golden shell depletes in place of your health.
- A full armour jacket restores your armour to 100%.

Note: Body Armour cannot protect you from injury caused by falling from heights.

Weapons

You'll need to become familiar with the weapons at your disposal to complete each mission successfully.

Pistols

Wolfram PP7

This small, semi-automatic handgun is supremely accurate and can be fitted with a silencer for the utmost stealth.

Golden PP7

The Golden PP7 provides all the amenities of its predecessor with twice the power.

Wolfram P2K

The Wolfram P2K is a very accurate weapon that can be equipped with a laser sight and a removable silencer.

Golden P2K

Just as reliable as the Wolfram P2K, the Golden P2K offers twice the firepower.

Kowloon Type 40

This reliable handgun can be set to fire three rounds with every pull of the trigger.

Raptor Magnum

This heavy calibre handgun is a powerful ally. The clip size is low, but some models come with a laser sight, which lends them more accuracy.

Machine Guns

Deutsche M9K

This very accurate submachine gun can be equipped with a silencer and is ideal for covert missions.

Storm M9-32

This reliable, lightweight machine gun has a large clip but low accuracy.

Suisse SG5 Commando

This compact assault rifle has a high rate of fire, but can be switched to a more accurate 3-round burst. It also comes equipped with a telescopic sight.

Advanced Individual Munitions System-20 (AIMS-20)

The AIMS-20 is an advanced military weapons system. It is fitted with a computerised telescopic sight and can be switched between a powerful rifle firing 3-round bursts or a fast-firing grenade launcher.

Other

Korsakov K5 Dart Gun

This weapon fires a dart capable of temporarily tranquillising an opponent. Its capacity is five rounds.

Frinesi Automatic 12

This shotgun's larger capacity and higher rate of rate of fire make it an effective close combat weapon.

Winter Tactical Sniper Rifle

The standard bolt-action issue of the British Army is an extremely powerful but slow firing weapon, which possesses a small clip and a massive zoom with telescopic sight.

Winter Covert Sniper Rifle

Designed for special operations, this variant on the Winter Sniper is fitted with an integral silencer and comes equipped with a powerful telescopic sight.

Militek Mark 6 Multi Grenade Launcher

This semi-automatic grenade launcher fires explosive projectiles which can be set to explode on contact or after a time delay.

AT-420 SENTINEL

The warheads on this portable missile launcher can breach tank armour. It can be fired either camera-guided (you won't be able to move until the missile has detonated) or unguided.

AT-600 SCORPION

This missile launcher can eject rapid-fire missiles without any guidance or fire single heat-seeking missiles which track their target automatically. Use these against large slow-moving targets like vehicles.

Delta Repeater Crossbow

A magazine-fed, pump action crossbow with a telescopic sight, the Delta Repeater Crossbow is totally silent and highly damaging, but takes some skill to use at range.

Phoenix Samurai Laser Rifle

Each shot from this experimental weapon generates a great amount of heat and requires a cooling time. Alternate fire mode is a single shot which takes time to charge up and instantly overheats the weapon but does massive damage.

Explosives

Fragmentation Grenade

This explosive grenade injures anyone within its blast radius.

Smoke Grenade

The smoke grenade produces a cloud of smoke that upsets enemy aim and cloaks movement.

Flash Bang Grenade

This grenade temporarily blinds and stuns opponents.

Satchel Charge

This plastic explosive can be placed on an object and detonates on a timer, which can be set to five second increments.

Remote Mine

The remote mine sticks to any surface and can be detonated from a safe distance.

Laser Trip Bomb

This laser-activated bomb explodes when someone crosses its beam. Shooting these bombs causes them to explode.

Gadgets

Q has fashioned some rather nice items for your mission, 007. Do try to return everything in one piece.

Key Fob Stunner

Your car keys have been altered into an electric stunner. This device holds a small charge that can temporarily immobilise an enemy at close range. Use it wisely – it must recharge with use.

Wristwatch Laser

Your watch has been fitted with a small focused laser. It's not very effective against enemies, but it'll do the trick on locks and wires.

Grapple

Q has converted your mobile phone into a personal grappling hook. Aim it at a suitable surface and fire – it should carry you right to your target.

Micro Camera

Compact and discreetly disguised as a lighter, the Micro Camera takes pictures very quickly. You can also use it as a telescopic device for pure surveillance.

Vision Enhancement Glasses

These glasses enhance ambient light and have thermal-imaging capabilities for viewing in near-infrared light or through thin surfaces.

Q-Worm

Uploading this program into a computer allows Q-Branch to remotely access encrypted data on a target system.

Decryptor

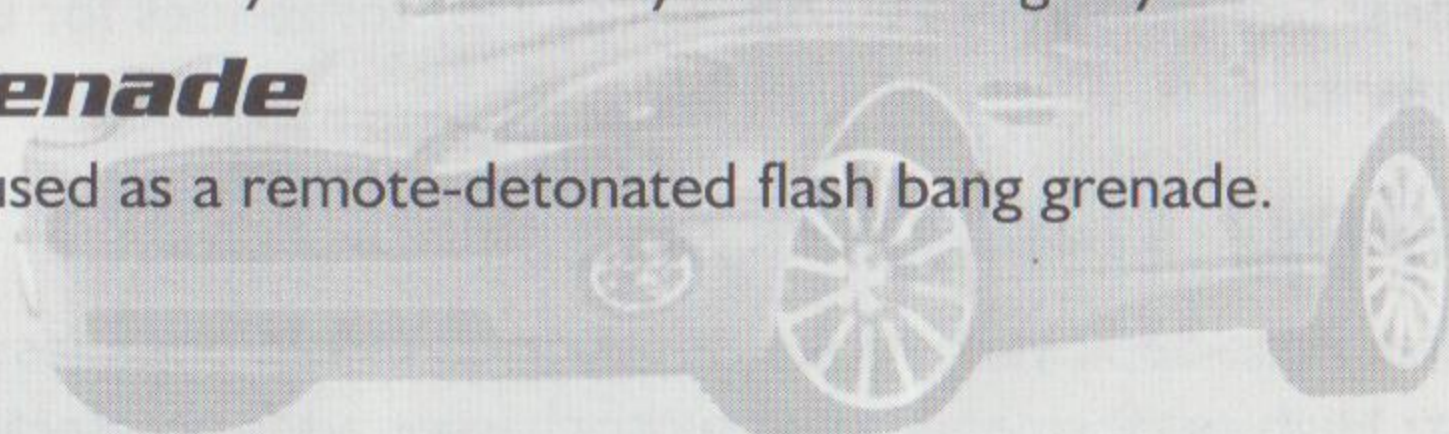
Disguised as a common palmtop computer, this sophisticated micro-computer allows you to bypass electronic locks.

Phoenix Ronin

Created by Phoenix, the Ronin is a rapid-fire auto cannon disguised as a suitcase. Once deployed, it automatically detects and fires at any movement in front of it. Pressing Fire again will allow you to remotely control the gun yourself.

Shaver Grenade

This shaver can be used as a remote-detonated flash bang grenade.



Bond Behind The Wheel

Do try to bring the car back in one piece, will you, 007?

Aston Martin V12 Vanquish™

The Vanquish is quite a formidable piece of machinery. Fitted with an impressive 6.0-litre, 450 hp V12 engine, the Vanquish accelerates from 0 to 60 in 4.5 seconds and can hit top speeds in excess of 190 mph. In addition, this super-elite vehicle also happens to be the most sophisticated and technologically superior weapons system on the road.



Readied Gadget

Rounds Remaining

Readied Weapon

Vanquish Driving Basics

- Move the left analog stick **LEFT/RIGHT** to steer.
- Press the **×** button to accelerate.
- Press the **■** button to brake and to reverse.
- Press the **▲** button to change camera angles.
- Press the **LI** button to use the currently selected gadget.
- Press the **RI** button to use the currently selected weapon.
- Press the **●** button to use the handbrake.
- For a complete list of driving controls, see *Driving Controls* on p. 3.

Driving Weapons

Machine Guns: Rapid-fire high-power machine guns.

Missiles: Infrared-guided missile system.

Torpedoes: Self-guided or remote-controlled torpedoes for use against underwater targets.

Driving Gadgets

Q-Smoke: Rear-deployed smoke emission to evade enemies.

Q-Boost: High-performance dual turbocharger adds acceleration when you need it most.

Q-Wedge: Hydraulic lift system raises the car onto two wheels.

Q-Charge: A compact limpet mine that can be used to destroy underwater structures.

Q-Pulse: Produces an electro-magnetic pulse that stops enemy vehicles cold.

Multiplayer

These scenarios pit M16 agents and others against skilled enemy opponents.

Scenarios

Choose a multiplayer scenario and begin gameplay.

ARENA	Free-for-all combat. A point is earned for each agent eliminated.
TEAM ARENA	Arena gameplay with players grouped into either Phoenix or M16.
CAPTURE THE FLAG	Each team has a base with a flag. Points are obtained by stealing the enemy flag and returning it to your base.
UPLINK	Three satellite dishes are situated around a level. Touch the dish to activate the Uplink. The more Uplinks your team controls, the faster you gain points.
TOP AGENT	Each player has a set number of lives. When you exhaust your lives, you're out of the game. The last agent standing is the winner.
DEMOLITION	The M16 team must destroy a designated target within the set time limit. The Phoenix team must prevent attackers from destroying the site by eliminating them. Satchel charges are the most effective means of destroying the target.
PROTECTION	The M16 team must defend a designated target while the Phoenix team tries to destroy it.
INDUSTRIAL ESPIONAGE	Each team sets out to find the data disk and bring it to their base.
GOLDENEYE STRIKE	Obtain the two halves of the GoldenEye key to trigger an orbital satellite strike on the enemy team. Only GoldenEye Strikes count toward your team score.
ASSASSINATION	A single assassin comprises one team. The remaining players comprise the target team who must stop him. One player on the target team is designated as the assassin's target. When the target is assassinated, another player is randomly selected as the next target. The assassin receives five points for eliminating the target. If the target takes out the assassin, he receives three points.
KING OF THE HILL	Move into the special power vortex to begin earning points.
TEAM KING OF THE HILL	Divide into teams and get at least one agent into the power vortex to begin earning points.

Note: Some scenarios need to be unlocked to gain access to them.

Scenario Options

Customise your multiplayer experience.

AI Bots

Create Bots to add to your team and/or your opponent's team.

To Create a Bot:

1. Select AI BOTS from the Multiplayer Options screen and press the ✕ button. The Multiplayer Bots screen appears.
2. Highlight a Bot and press the ✕ button. The Multiplayer Bot Setup screen appears.
3. Choose your Bot's appearance and press the ✕ button. The Bot's trait options appear.
4. Select your Bot's traits and press the ✕ button. Your Bot is created and you return to the Multiplayer Bots screen.

Bot Traits

PLAYING

Toggle between **YES** and **NO**.

MOVE SPEED

Choose how fast or slow the Bot moves.

PERSONALITY:

MI6 PERSONALITY

COLLECTOR

Collects pickups whenever possible.

GUARDIAN

Protects members of the same team.

TEAM PLAYER

Works cooperatively to win the game.

JUDGE

Targets the player with the highest score.

PHOENIX PERSONALITY

BERSERKER

Seeks out and attacks the nearest player – no concern for winning or pickups.

GREEDY

Collects pickups regardless if convenient.

VENGEFUL

Targets the player who last killed the Bot. Scores double if it kills this person.

ASSASSIN

Targets players who are weaker than itself.

AGGRESSION

Select how aggressive the Bot is.

ACCURACY

Determine how accurate a marksman the Bot is.

HEALTH

Set the Bot's health.

REACTION TIME

Choose how fast the Bot's reactions are.

RECOVERY RATE

Decide how quickly your Bot recovers from taking stun damage.

Game Rules

Set your scenario's gameplay rules.

DURATION

Set the duration of the match.

POINTS

Set the amount of points that, when acquired, ends the game.

Player Mods

Change the options that affect players.

FRIENDLY FIRE

Players can injure their teammates when **ON**.

WEAPON SET

Choose which weapon set is available.

PROFESSIONAL MODE

Dispense more damage when **ON**.

HIT LOCATION DAMAGE

Hits are body location sensitive when **ON**.

TEAM ID

Players wear team identification when **ON**.

Enviro-Mods

Adjust the map's environment to suit your playing style.

RESPAWN

Choose to reinsert players **NEAR** or **FAR** from enemy players or at a **RANDOM** location.

FIXED GUN EMPLACEMENTS

Mounted weapon turrets firing various projectiles will appear at strategic locations when **ON**.

EXPLOSIVE SCENERY

When **ON**, gas barrels explode when shot.

GRAPPLE

Enables the use of grapple gadgets when **ON**.

MINI VEHICLES

Find remote controlled miniature **TANKS** or **HELICOPTERS** in some levels when **ON**.

Saving and Loading

Save your game each time you complete a level.

To load a mission:

1. Select NIGHTFIRE from the Main menu. The Select Codename screen appears.
2. Choose the Codename that your progress is saved under and press the ✕ button. The Select Difficulty screen appears.
3. Select the difficulty level and press the ✕ button. The Single Player screen appears.
4. Select which mission you would like to load and press the ✕ button. Gameplay resumes.

Note: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

Note: You must have completed every subsequent mission to load a particular mission.

Note: If you have selected PLAY WITHOUT SAVING during setup you cannot save your game progress.

Credits

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Localisation Project Managers: Sylvain Caburrosso

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European CQC Test Supervisor: David Fielding

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European CQC Platform Specialists: Ashley Powell, James Arup, James Norton, Tim Wileman

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Web Localisation Coordination: Sylvain Caburrosso

Studio Ops: Anne Miller, Phil Jones

Marketing Manager: Audrey Meehan

European Product Manager: James McDermott

Music Credits

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"James Bond Theme"

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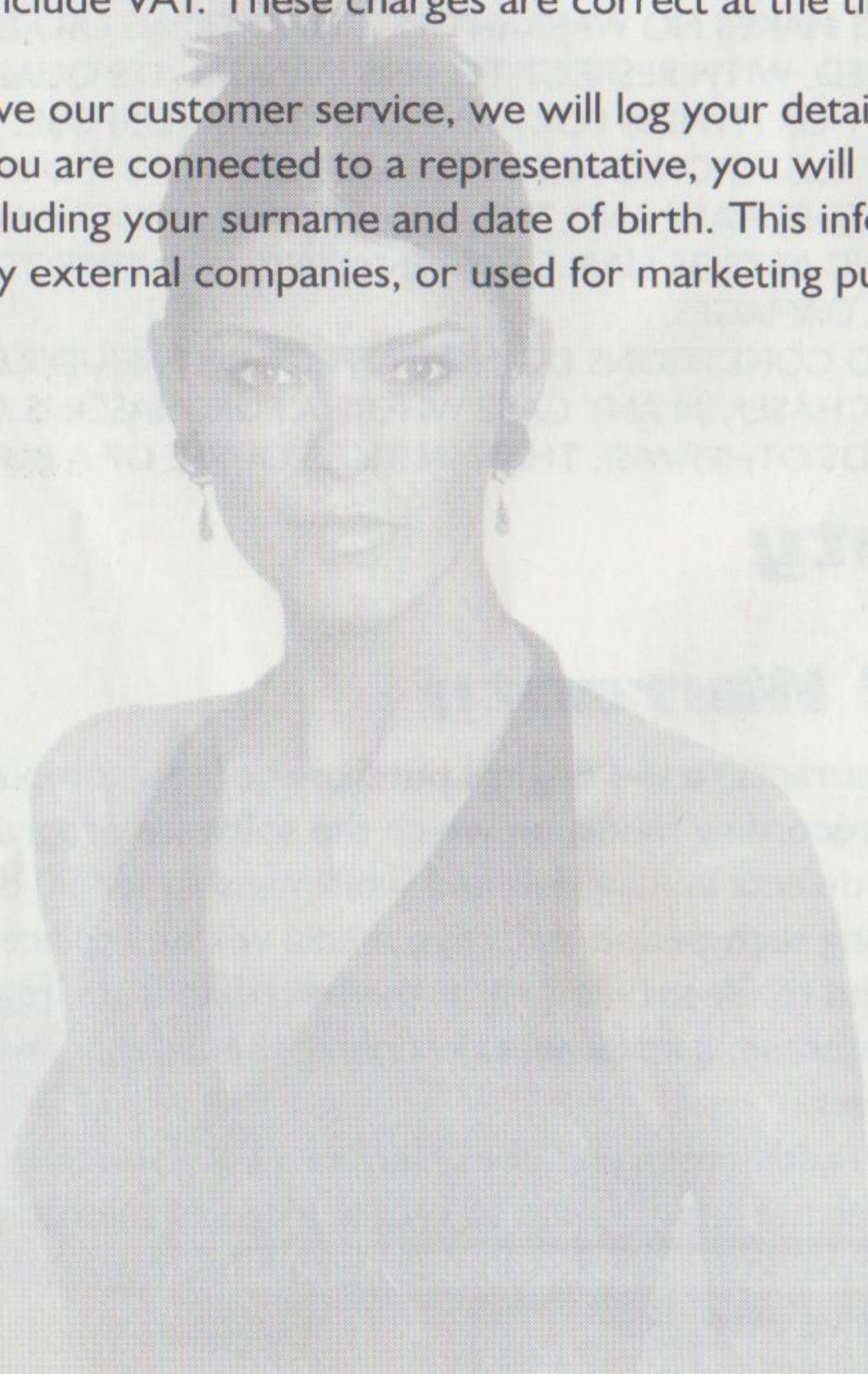
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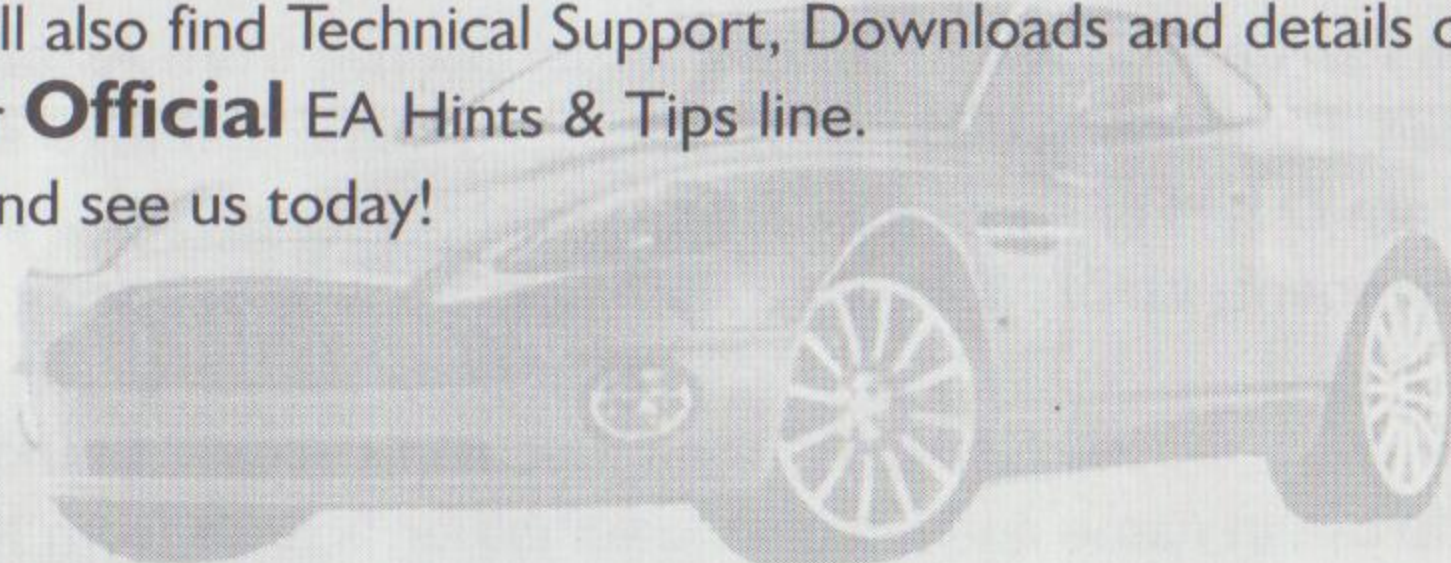
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